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1 Design guidelines for mobile information and entertainment services: based on the Radio538 ringtunes i-mode service case study   ■
Elisabeth van de Kar, Carleen F. Maitland, Uta Wehn de Montalvo, Harry Bouwman
September 2003 **Proceedings of the 5th international conference on Electronic commerce ICEC '03**
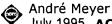**Publisher:** ACM Press

Full text available: 📄 pdf(200.07 KB)   Additional Information: full citation, abstract, references, citings, index terms

The mobile telecommunications industry is undergoing rapid change, which is increasing the interdependency of firms in the sector. Mobile information and entertainment services will be delivered through inter-organizational networks of firms. This means the problems of service design must be resolved in the context of a complex value network. To shed light on these problems we present a case study of a ringtone service and from this develop guidelines for the design of similar services.

Keywords: design guidelines, inter-organizational networks, mobile information and entertainment services

2 Pen computing: a technology overview and a vision   ■
André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3
Publisher: ACM Press
Full text available: 📄 pdf(5.14 MB)   Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions.Starting with a short historic ...

3 Mobile computing in next generation wireless networks   ■
Prathima Agrawal, David Famolari
August 1999 **Proceedings of the 3rd international workshop on Discrete algorithms and methods for mobile computing and communications**

Publisher: ACM Press

Full text available: 📄 pdf(1.01 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: IMT-2000, cdma2000, mobile computing, wireless data

4   <u>m-links: An infrastructure for very small internet devices</u>   ■

Bill N. Schilit, Jonathan Trevor, David M. Hilbert, Tzu Khiau Koh

July 2001   **Proceedings of the 7th annual international conference on Mobile computing and networking**

Publisher: ACM Press

Full text available: 📄 pdf(680.78 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

In this paper we describe the Mobile Link (m-Links) infrastructure for utilizing existing World Wide Web content and services on wireless phones and other very small Internet terminals. Very small devices, typically with 3-20 lines of text, provide portability and other functionality while sacrificing usability as Internet terminals. In order to provide access on such limited hardware we propose a small device web navigation model that is more appropriate than the desktop computer's web brows ...

Keywords: middleware, proxy, web phones, wireless, wireless web

5   <u>Proxies + path prediction: improving Web service provision in wireless-mobile communications</u>   ■

Stathes Hadjiefthymiades, Lazaros Merakos

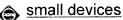August 2003 **Mobile Networks and Applications**, Volume 8 Issue 4

Publisher: Kluwer Academic Publishers

Full text available: 📄 pdf(255.84 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Mobile computing is considered of major importance to the computing industry for the forthcoming years due to the progress in the wireless communications area. A proxy-based architecture for accelerating Web browsing in wireless customer premises networks is presented. Proxy caches, maintained in base stations, are constantly relocated to follow the roaming user. A cache management scheme is proposed, which involves the relocation of full caches to the most probable cells but also percentages of ...

Keywords: cache relocation, caching proxy, mobile computing, path prediction algorithm

6   <u>Papers: On the move: From desktop to phonetop: a UI for web interaction on very small devices</u>   ■

Jonathan Trevor, David M. Hilbert, Bill N. Schilit, Tzu Khiau Koh

November 2001 **Proceedings of the 14th annual ACM symposium on User interface software and technology**

Publisher: ACM Press

Full text available: 📄 pdf(1.34 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

While it is generally accepted that new Internet terminals should leverage the installed base of Web content and services, the differences between desktop computers and very small devices makes this challenging. Indeed, the browser interaction model has evolved on desktop computers having a unique combination of user interface (large display, keyboard, pointing device), hardware, and networking capabilities. In contrast, Internet

enabled cell phones, typically with 3-10 lines of text, sacrifice ...

Keywords: PDA, Web browsing, transcoding, transducing, web phone, wireless web

7 Papers: ESW4: enhanced scheme for WWW computing in wireless communication environments
Stathes Hadjiefthymiades, Lazaros Merakos
October 1999 **ACM SIGCOMM Computer Communication Review**, Volume 29 Issue 5
Publisher: ACM Press
Full text available: pdf(1.18 MB)   Additional Information: full citation, abstract, references, citings

Mobile computing is considered of major importance to the computing industry for the forthcoming years due to the progress in the wireless communications domain. In this paper, we present a proxy-based architecture, called ESW4, which manages to accelerate Web browsing in wireless CPNs. Proxy caches, maintained in base stations, are constantly relocated to accompany the roaming user. We discuss a cache management scheme involving the relocation of full caches to the most candidate cells but also ...

8 The information furnace: consolidated home control
Diomidis D. Spinellis
May 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 1
Publisher: Springer-Verlag
Full text available: pdf(488.36 KB)   Additional Information: full citation, abstract, index terms

The Information Furnace is a basement-installed PC-type device that integrates existing consumer home-control, infotainment, security and communication technologies to transparently provide accessible and value-added services. A modern home contains a large number of sophisticated devices and technologies. Access to these devices is currently provided through a wide variety of disparate interfaces. As a result, end users face a bewildering array of confusing user-interfaces, access modes a ...

Keywords: Automation, Consumer electronics, Home-control, Multi-modal interfaces

9 WIRE³: Driving Around the Information Super-Highway
Stuart Goose, Safia Djennane
January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 3
Publisher: Springer-Verlag
Full text available: pdf(390.94 KB)   Additional Information: full citation, abstract, index terms

Interactive voice browsers offer an alternative paradigm that affords ubiquitous mobile access to the WWW using a wide range of consumer devices. This technology can facilitate a safe, "hands-free" browsing environment that is of importance both to car drivers and various mobile and technical professionals. This paper describes the challenges of architecting an interactive voice browser that combines digital audio with the features of a speech synthesizer to make structural elements ...

10 Improving and managing multimedia performance over TCP–IP nets
Nathan J. Muller
December 1998 **International Journal of Network Management**, Volume 8 Issue 6
Publisher: John Wiley & Sons, Inc.
Full text available: pdf(338.34 KB)   Additional Information: full citation, abstract, index terms

The TCP–IP-based Internet and, consequently corporate Intranets, were not designed for multimedia traffic. This article discusses the several ways of improving multimedia

performance, finding that data compression techniques are no longer the most important factor. © 1998 John Wiley & Sons, Ltd.

11 Web-Browsing on stage: using the theatre of work for awareness on the WWW

Tom Gross, Wolfgang Prinz
December 2000 **ACM SIGGROUP Bulletin**, Volume 21 Issue 3
Publisher: ACM Press

Full text available: pdf(856.17 KB)   Additional Information: full citation, abstract, references

In many situations users can benefit from group awareness--information about remote users' presence, availability, activities and other information about the remote environment. In this paper we present the Theatre of Work Enabling Relationships (TOWER) awareness environment. We particularly focus on the presentation of the awareness information in a 3D world and on mobile devices. Furthermore, we introduce awareness contexts for structuring awareness information and exemplify their use in a WWW ...

12 In search of metaphors for tangible user intefaces

Dag Svanaes, William Verplank
April 2000 **Proceedings of DARE 2000 on Designing augmented reality environments**
Publisher: ACM Press

Full text available: pdf(252.38 KB)   Additional Information: full citation, abstract, references, citings, index terms

In this paper, we seek to identify interesting sources of metaphor for tangible user interfaces (TUIs). We begin by doing a systematic exploration of the design space that results from constructing simple TUI devices. From this we argue that a new set of metaphors are needed for this domain. From usability tests of simple tangible devices, we suggest that magic and paranormal phenomena could be a fruitful place to look for new metaphors for TUIs.

Keywords: interaction design, magic, metaphor, ontology, research methodology, tangible user interfaces

13 A groupware environment for transient virtual organization building

Olivier Delotte, Bertrand David, René Chalon
November 2003 **Proceedings of the 15th French-speaking conference on human-computer interaction on 15eme Conference Francophone sur l'Interaction Homme-Machine IHM 2003**
Publisher: ACM Press

Full text available: pdf(193.77 KB)   Additional Information: full citation, abstract, references, index terms

In this paper we describe an environment and a process for the design and evolution of context-sensitive collaborative systems. Contextualisation and adaptation are the main characteristics of this environment. The initial design is based on scenarios, which are converted into a global behaviour model. This model is then mapped on the 3-level software architecture (application level, generic collaborative support, network infrastructure). The AMF-C architecture model is used for modelling the ap ...

Keywords: AMF-C, CSCW, scenarios